



BEST of the WORST



INSTRUCTIONS

For 3 - 8 Players

Ages 14 and Up

Contents:

Best of the Worst Card Deck including 88 "Your Worst" Cards (176 different scenarios!) 8 TS (True Story) Cards, 8 BS (Bogus Story) Cards, 8 Hat Cards, 8 Voting Cards, 8 Pawns, Game Board & Instructions.

Object:

Win the votes of the judges by telling the Best Worst story. Each vote advances your pawn towards the finish line.

Set Up:

Place the game board in the center of the table. Place the deck of Best of the Worst Cards face down next to the game board. Distribute to each player a TS Card, a BS Card, a Hat Card, a Game Pawn, and a Voting Card of the same color. Place Game Pawns on the start line on the board.

How to Play:

Select a player to go first. That player turns over the top "Best Of The Worst" Card revealing two "Your Worst" scenarios. The dealer chooses which scenario he/she would like to tell a story about and reads it aloud to all players.

Any player who has what they believe to be the "Best Worst" story can compete against the story the dealer is about to tell by tossing his/her Hat Card into the ring in the center of the game board.

Players who are telling stories secretly place a TS (True Story) Card or a BS (Bogus Story) Card face down in front of them so no one knows whether the story they are about to tell is true or made up. Storytelling begins with the dealer and goes clockwise around the table to all players who tossed hats in the ring. A story can be any length you choose.

When all stories have been heard, the players who did not tell a story will vote on their favorite "Best of the Worst" Story by placing a Voting Card in front of the player whose story they liked best.

When all the votes are placed, the players who told stories will turn over their TS or BS Card revealing if the story they just told was true or false. Storytellers advance one space on the board for each vote received. Hat Cards are returned to the players who tossed them in the ring.

The player to the dealer's left will draw the next "Best Of The Worst" Card beginning the next round.

Scoring: Every player who told a story advances one space on the game board. Players advance one additional space for every vote received.

Bonus: If the story that earns the most votes was a (TS) True Story, that player advances one additional space on the board. In a situation where no other player chooses to challenge the dealer with a story, the dealer advances two spaces on the board and can choose whether or not to share a story.

Note: If you are playing with 6 to 8 players, a maximum of 4 stories (including the dealer's) can be told. If you are playing with 3 to 5 players, a maximum of 2 stories (including the dealer's) can be told. If the number of hats tossed into the ring exceeds the maximum limit, storytellers will be determined by the order the hats landed in the ring. The dealer always tells a story and does not need to toss a hat in the ring.

Winning: The first player to reach the finish line is the winner.



Hat Card

Game Design by
Joyce Johnson and Claudia Cleveland-Fields

